LEGO Rock Raiders Screen Saver

Version 1.0   26/04/1999

IDEAS FOR ROCK RAIDERS SCREEN SAVERS

As you can see we have a number of screen saver concepts and ideas for you, rather than spend time working out details on all of them I would like to hone down the direction you would like to go and rule out the definate no-no's. Then we can provide you with the perfect program for your needs.

1. ## Floating Characters
    Animated sprites consisting of approx. 10 frames floating around the screen colliding into each other and bouncing off. Special animations for specific collisions, for example Rock Monster stomps when he hits a minifigure and the minifigure plays 'flee' animation.
    Work
    Characters and looping animation for minifigures and creatures already done. Would need to render, clean up and possibly palletize sprites.
    Simple collision detection and rebound angle determination.
    Sound files already created for Rock Raiders triggered by collision events.
    Settings
    Number of characters on screen
    Speed of characters across the screen
    Sound on / off.
    ENTERTAINING TO WATCH – INFINITE VARIETY OF OPTIONS. SHOWS CHARACTER OF CHARACTERS, FUNNY ANIMATIONS = ENTERTAINING FOR ALL AGES.

2. ## Animation Player
    Selected sequences of Rock Raiders animation played full screen on a continual loop.
    Work
    Sequences already rendered and sound added.
    Conversion to desired AVI codec.
    AVI player and sequencer.
    Settings
    Similar to CD playback options i.e. random, selected play list, single animation.
    Sound on / off.
    SIMPLE TO IMPLIMENT, HIGH QUALITY IMAGES AND PRESENTATION, WE HAVE LOTS OF AMUSING ANIMATIONS. THE ACTUAL ANIMATION FOR THE GAME IS MORE LIKELY TO ENCOURAGE THE USER TO FOLLOW UP THE GAME.
    MINUS POINT, ANIMATIONS TAKE UP A LOT OF DISK SPACE. A PLAYER IS UNLIKELY TO KEEP A LARGE SECTION OF ANIMATION INSTALLED FOR LONG.

3. ## Stills Viewer
    Hi-res. Stills (800x600) displayed sequentially on screen.
    Work
    Selected stills would be rendered from existing scenes.
    Music from the game could be played from the background if full version of game is installed on HD.
    Settings

Set delay before next image.
Image themes such as Rock Monster, Explorer, Minifigures or Random.
Sound on / off

LESS INTERESTING THAN ANIMATIONS, BUT IT SAVES THE SPACE THAT ANIMATIONS TAKE UP. COUPLES WITH THE AMUSING SOUND EFFECTS, THIS WOULD WORK WELL AS AN ATTRACT PROGRAM. STILLS AS JPEGS OFFER A HUGE CHOICE, INCLUDING IN-GAME STILLS WHICH WILL BE A DEFINATE INCENTIVE TO BUY THE GAME.

4. Drill the Desktop!

Minifigure and drilling vehicle sprites moving around the screen drilling holes on the desktop. Rather drill desktop icons, 'hole' sprites printed on the screen to avoid coding icon detection and interaction. Rock Monsters emerging from holes and walking off the screen.

Work
Re-use existing animations and sound effects.
Sprites rendered corrected and possibly palletized.
Sprite plotting code with screen refresh based on sprite number maximum.

Settings
Sound on /off.
Number of sprites on screen.

A DIFFERENT DESKTOP SCREENSAVER, SOMETHING DIFFERENT LIKE THIS WILL GET NOTICED AND SHOWN OFF MORE. IT IS ENTERTAINING TO WATCH, SO IT WILL GET NOTICED AND THE MESSAGE REINFORCED MORE. THE DRILLING IS INKEEPING WITH THE THEME OF THE RANGE.

5. Minifigure Showcase!

A bitmap image of a colourfully lit stage carved out of a rock wall is set in the background. Sprites rendered from all the minifigure miscellaneous animations would be played on the stage. For example play saxophone, punch the air, back flip, clap hands, shiver, eat sandwich, read clipboard, run, fall forwards, fall backwards, get up, throw crystal etc.
If time allows possibly include a chorus line of dancing Rock Monsters in the background to end the show.

Work
Re-use existing animation for minifigures.
Create Sprites.
Model, light and render background image.
Possibly to several 'stages' maybe to represent the different Rock Raider levels.
Use existing sound effects.

Settings
Sound on / off.
Maximum number of performers on screen.

CAN BE VERY AMUSING WHICH WILL GET IT WATCHED, ITS RELEVANCE TO THE THEME IS VERY LIMITED.

6. Boulder Dodge

A simple game where Rock Monsters throw boulders from caves at the top of the screen. The player can control a minifigure that moves left to right taking power crystals from the back of a truck on the left to a refinery on the right. A counter keeps score of the number of crystals collected. The boulders increase in frequency and speed as time elapses.

Work
Re-use existing Rock Raiders animations and sound effects.
Create background image and sprites.
Simple game code and score counter.

Settings
Sound on /off.

Difficulty: Faster and more frequent initial boulders and higher points for harder settings.
AN INTERACTIVE GAME WILL BE OBSERVED FOR LONGEST, IT WILL CONVEY THE
MESSAGE, AND COVER MOUNTS WILL BE KEENER TO PUBLISH. THE ROCK MONSTERS
ATTACKING IS IN-KEEPING WITH THE RANGE.

7. Zap the Slug.

A simple game where speeding Slimy Slugs whiz across the screen. The player must click
on them with the mouse before they disappear into a hole. A successful click teleports the
Slug off the screen and a counter keeps track of the number teleported. The slug's speed up
as time continues until the end of the level decided by time. Minifigures appear in the holes
too and the player loses a point if they are clicked and teleported by the player.

Work

Re-use existing Rock raiders animation for sprite creation. Re-use existing sounds also.
Simple game code with on screen counter.

Settings

Initial slug speed and number on screen.
Sound on / off.

WE COULD EASILY DO A NUMBER OF VARIATIONS WITH THE SAME GAME BUT
DIFFERENT CHARACTERS. AGAIN INTERACTIVE   GAMES GIVE US MORE COVERAGE
FROM A POTENTIAL PURCHASER.

8. Counting with Rock Raiders and friends. (for very young children)

The 'Advisor' appears on the screen with a question such as, 'How many Rock Monsters are
there?' This is followed by several animated sprites of various types. An on-screen counter
counts down from a predefined number. The player hits one of the numeric keys and the
Advisor either says 'That is correct!' or corrects the player by lighting up the sprites while
counting. At the end of the round the Advisor gives a score out of ten.

Work

Re-use existing Rock raiders animation for sprite creation. Re-use existing sounds also.
Simple game code with on screen counter.
Some extra sounds and Advisor animations may have to be done.
Several colourful backgrounds to define each level.

Settings

Counter length (time in which to count the characters or objects)
Sound on / off

THIS IS DIRECTLY TARGETING THE YOUNGER AGE, WHOM WE WOULD LIKE TO REACH,
IT MAY BE TOO SIMPLE. BUT THE IDEA COULD BE UP-AGED IF YOU LIKE IT.